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PATENT SPECIFICATION

DRAWINGS ATTACHED

1,030,519

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COMPLETE SPECIFICATION

Board Games

I, ERIC NIXON TOFT, a British Subject, of 13 Martlet Avenue, Disley, Cheshire, formerly of 14 Kingsley Road, Oldham, Lancashire, do hereby declare the invention, for which I pray that a patent may be granted to me, and the method by which it is to be performed, to be particularly described in and by the following statement:—

This invention relates to board games.

It is an object of the present invention to provide a board game similar to the game of chess which may be played by four people.

According to the present invention a board game similar to the game of chess comprises a board having one hundred and twenty-eight playing squares of equal size, sixty-four of said playing squares being arranged in a square having eight playing squares per side, the remaining playing squares being arranged as an additional two rows of eight playing squares adjoining each side of said square, adjacent playing squares being of contrasting colours, and four sets of chess men, each of said sets being distinctively coloured, the game being played in accordance with the rules hereinafter set forth.

Said four sets of chess men may be divided into two pairs of sets, the two sets of each pair having a common colour as part of their distinctive colouring.

By a set of chess men is meant a set of sixteen pieces comprising one king, one queen, two bishops, two knights, two rooks or castles, and eight pawns as used in the normal game of chess.

One embodiment of the present invention will now be described by way of example with reference to the accompanying drawings in which:—

Figure 1 shows a board of a game in accordance with the invention.

Figure 2 shows the board and the position of the four sets of chess men at the start of a game, and

Figure 3 shows the board and some of the possible movements of the pawns during the game.

Referring now to the drawings, the board as shown in Figure 1 comprises 128 playing squares, 64 of the playing squares being arranged in a square having eight playing squares per side, the remaining playing squares being arranged as an additional two rows of eight playing squares adjoining each side of said square. Adjacent squares are of contrasting colours, preferably black and white, as indicated by the hatching.

The game includes four sets of chess men, one set being coloured black, one set having black bases and blue tops, one set being coloured white and the remaining set having white bases and yellow tops. The four sets are thus distinctively coloured, but two sets have the common colour black as part of their distinctive colouring, and two sets have the common colour white as part of their distinctive colouring. The game is played by four players hereinafter referred to as Black, Blue, White and Yellow.

At the start of the game the board is arranged such that the square on the extreme right and back rank of the White player is a white square. The sixteen men of each player are set out such that in each outer square of the rear rank there is a rook, next to each rook there is a knight, next to each knight there is a bishop and between the bishops are the king and queen. For the White and Yellow players the queens are placed to the left of the kings and for the Black and Blue players the queens are placed to the right of the kings as seen from their respective sides of the board and facing the centre of the board. The eight pawns are placed in the second rank of each player. The board and the positions of the four sets of chess men at the start of a game are shown in Figure 2 in which K represents a king, Q represents

[Pri

a queen, R represents a rook, B represents a bishop, Kn represents a knight, and P represents a pawn.

5 The Black and Blue players act as partners and the White and Yellow players act as partners. The object of the game is to place or force the two kings of the opponents into a position in which they are unable to avoid being captured.

10 With the exception of the pawns, the movements of all the men are the same as in chess and the rules of chess apply. The pawns are subject to the following rules. Initially the pawns must be moved along a diagonal facing the opposition and not along a diagonal towards the partner. When moving each pawn from its initial position the player has the choice of moving it one square or two squares along the same diagonal but thereafter the pawn may only be moved one square at a time. Thus the White pawn P1 (Figure 3) may be moved one square or two squares as indicated by the arrows. Except when taking an opponent's piece, as described later, the pawns may only move in the one direction until they are on or over the squares marked by the central diagonal line C—C (Figure 3) whereafter the pawns may be moved along any of the three diagonals towards the two opponents. Thus the White pawn P2 may only be moved in the single direction indicated by the arrow whereas the White pawn P3, which is across the central diagonal C—C, may be moved in any one of three directions as indicated by the arrows. When a pawn reaches the rear rank of either of its opponents it must be exchanged for a queen, a rook, a bishop or a knight of its own colour.

40 To capture an opponent's piece a pawn must be advanced directly towards one or other of the opponents and not along a diagonal. Thus a White pawn P4 may capture an opponent's piece by moving in either of the two directions indicated by the arrows.

45 From these rules it will be seen that White pawn P5, White-Yellow pawn P6, Black pawn P7 and Black-Blue pawn P8 may only be moved from their initial position by capturing an opponent's piece since it is not possible to move them from their initial position along a diagonal towards the opponents.

50 The "En-Passant" rule of chess is also applicable in this game. That is, if an attacking pawn is on a square such that if an opponent's pawn were moved one square from its initial position the attacking pawn would be entitled to capture it the following move, then should the opponent's pawn be moved two squares instead of one the attacking pawn is still entitled to capture it "En-Passant" as if it had only moved one square. This privilege of the attacking pawn is only allowed during the move immediately following the opponent's pawn's two-square advance. Due

65 to the increased freedom of movement of the pawns once across the centre diagonal an opponent's pawn may be captured "En-Passant" by one of two attacking pawns. Thus the White-Yellow pawn P9 (Figure 3) making the two-square move indicated by the arrow 70 may be captured "En-Passant" by a Blue-Black pawn in either of the positions P10 or P11 as indicated by the arrows, since, as explained later, it is Blue's move immediately following Yellow's move. 75

At the start of the game with the four sets of chess men in the positions shown in Figure 2 the opening move is made by White who is followed by Black, then Yellow, then Blue, this sequence being followed throughout the game unless one of the players has to drop out under the circumstances to be described later. Each player is allowed to capture the pieces of both of his opponents. 80

The object of the game is to force the two opponent's kings into such positions that they cannot avoid being captured and this is said to be "checkmate". The checkmate of the opponents' kings may be achieved separately or simultaneously. When simultaneous checkmate of the two kings of the opponents is achieved the partnership forcing the double checkmate are the winners. When one king of a partnership is forced into checkmate the king is removed and the game continues until the partner's king is forced into checkmate, the opposing partners then being the winners even though they themselves may have had one king forced into checkmate. 85

If either or both kings of a partnership cannot move unless into a state of check when no other pieces of the partnership can be moved according to the rules the game is in a state of "stalemate" and the game is considered to be a draw. 90

When a king is "en prise", that is, liable to be captured on the following move by any opponent's piece other than a king, the king is said to be in check. This threat must be averted at the next turn of the partnership and the player may achieve this in any one of the following ways:— 95

(i) by moving the threatened king itself to capture the checking piece, 100

(ii) by capturing the checking piece with any one of his own or his partner's pieces, including the other king, provided that neither king is again placed in check, 105

(iii) by moving the threatened king to a square on which it is not threatened, or 110

(iv) by interposing one of his own or one of his partner's pieces other than the other king and thereby "covering" the check. 115

Movement of one of the partner's pieces is only allowed when it is not possible for a player to avert the check by moving one of his own pieces. In other words, a player may only move one of his partner's pieces when 120 125

movement of his own is not possible. A stalemate may similarly be avoided by movement of a partner's piece.

- 5 If none of the defences are available to remove a check the king is said to be in checkmate. When a king is in checkmate the move of the next player in the partnership is carried out by removing the checkmated king from the board.

- 10 When a player loses his king in the event of the first checkmate he continues in the sequence of play until the conclusion of the game or until all of his pieces have been captured. When a player loses all of his pieces, including the king, he must retire from the game and allow his partner to take his place in the sequence of play. This gives the remaining partner two moves and thus maintains the balance of play.

20 **WHAT I CLAIM IS:—**

1. A board game similar to the game of chess comprising a board having one hundred and twenty-eight playing squares of equal size, sixty-four of said playing squares being

arranged in a square having eight playing squares per side, the remaining playing squares being arranged as an additional two rows of eight playing squares adjoining each side of said square, adjacent playing squares being of contrasting colours, and four sets of chess men, each of said sets being distinctively coloured, the game being played in accordance with the rules hereinbefore set forth. 25 30

2. A board game as claimed in Claim 1 in which said four sets of chess men are divided into two pairs of sets, the two sets of each pair having a common colour as part of their distinctive colouring. 35

3. A board game as claimed in Claim 2 in which the two sets of one of said pairs are coloured black, and black and blue respectively, and the two sets of the other of said pairs are coloured white, and white and yellow respectively. 40

4. A board game similar to the game of chess substantially as hereinbefore described with reference to the accompanying drawings. 45

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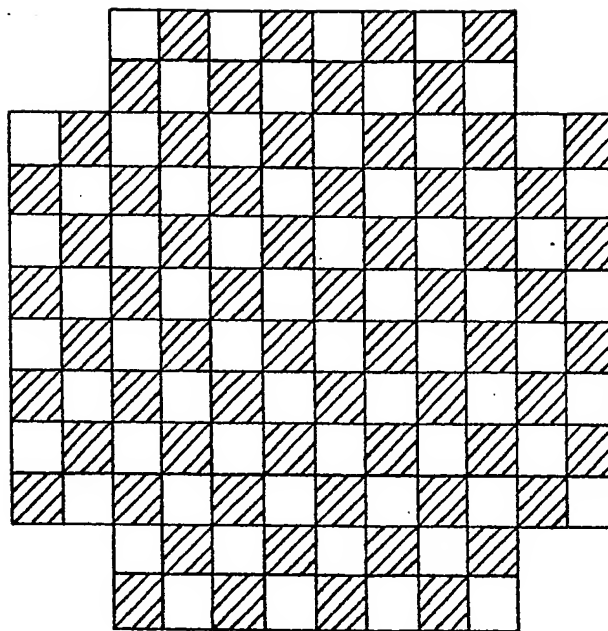
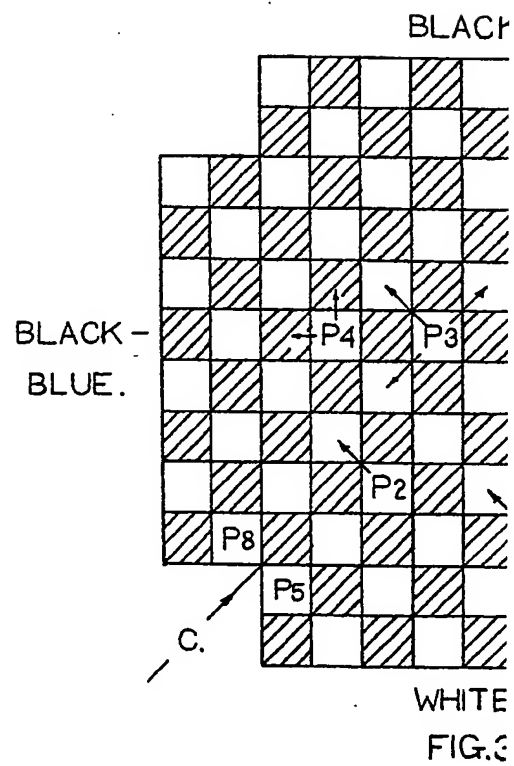


FIG.1.



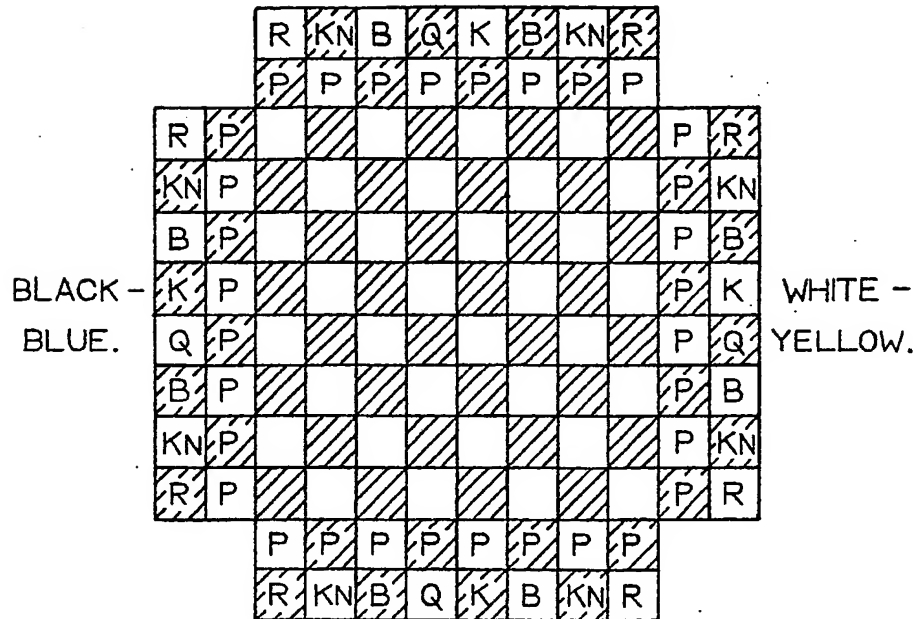
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COMPLETE SPECIFICATION

1 SHEET

This drawing is a reproduction of
the Original on a reduced scale.

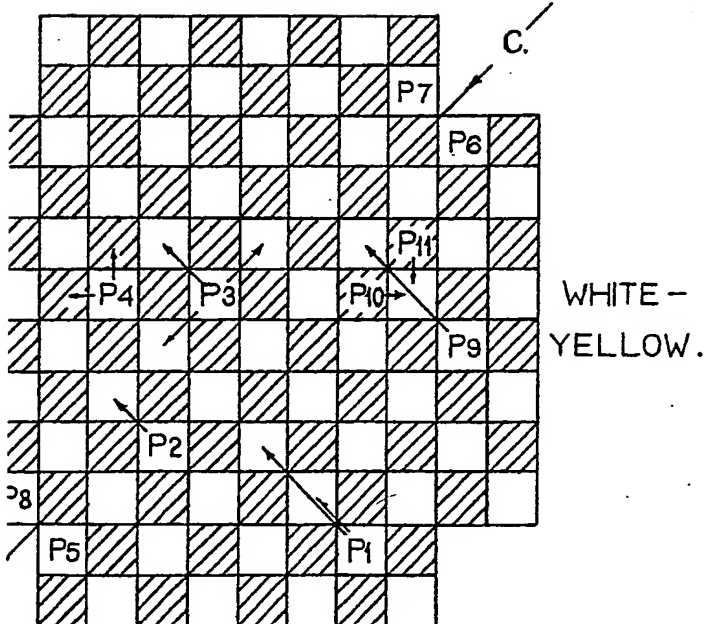
BLACK.



WHITE.

FIG. 2.

BLACK.



WHITE.

FIG. 3.

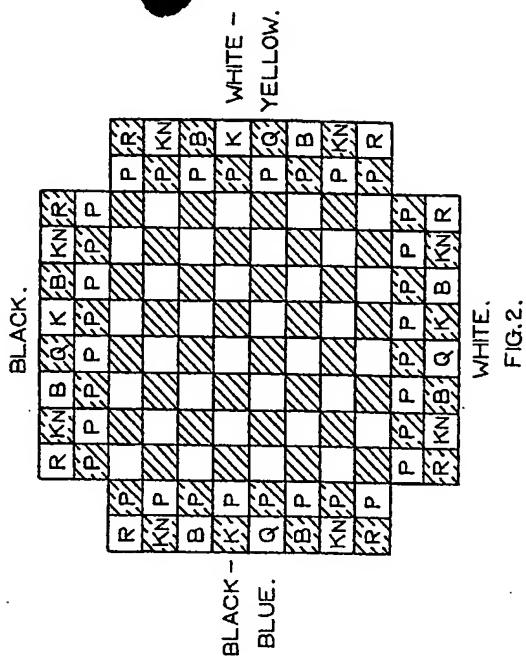
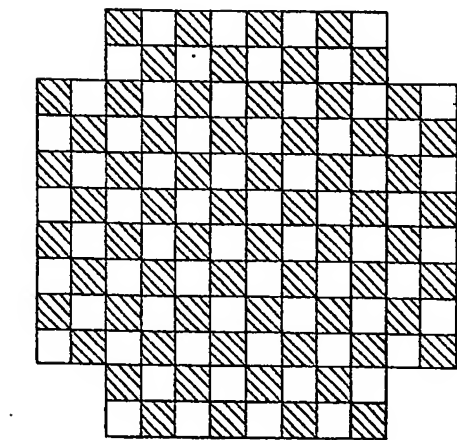


FIG. 1.

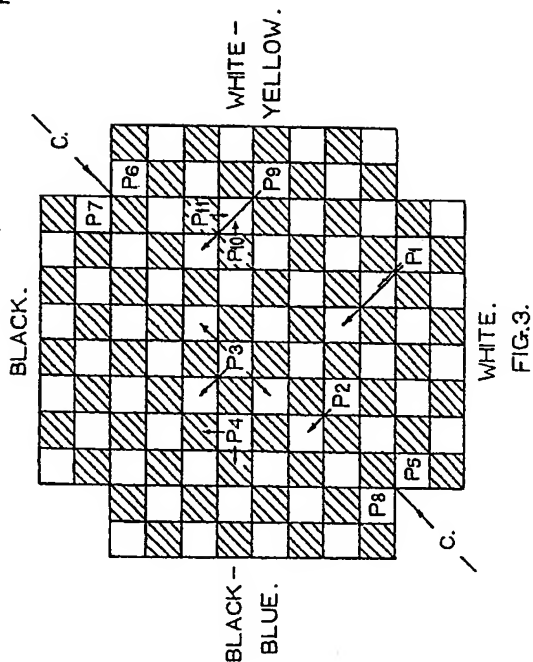


FIG. 3.